

Composite Hybrid Grids in the Overture Framework

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www.llnl.gov/CASC/Overture

In the next 30 minutes:

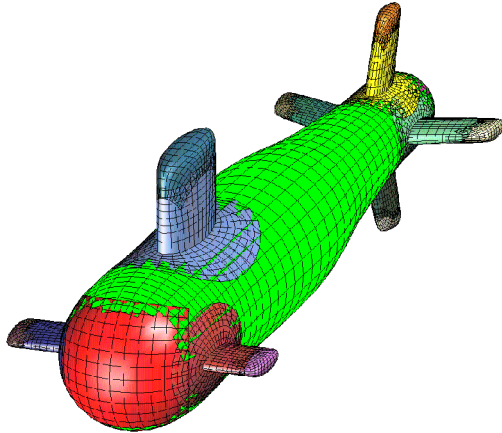
Overview of Overture

Hybrid mesh generation

Discrete operators for unstructured
and hybrid grids

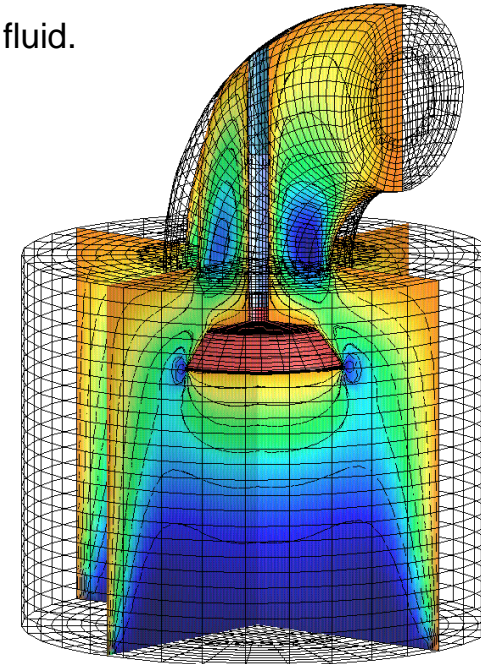
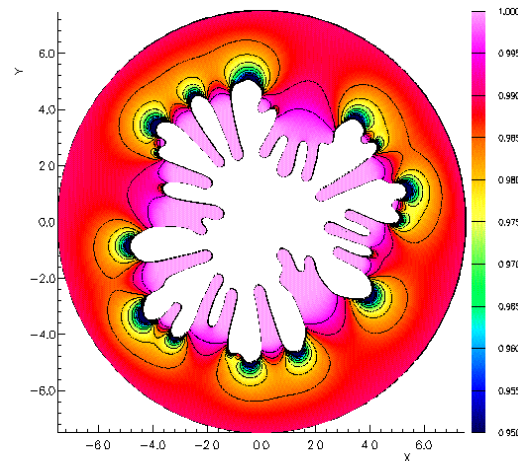
Byproducts of unstructured mesh support
in the Overture Framework

Overture: A Toolkit for Solving PDEs



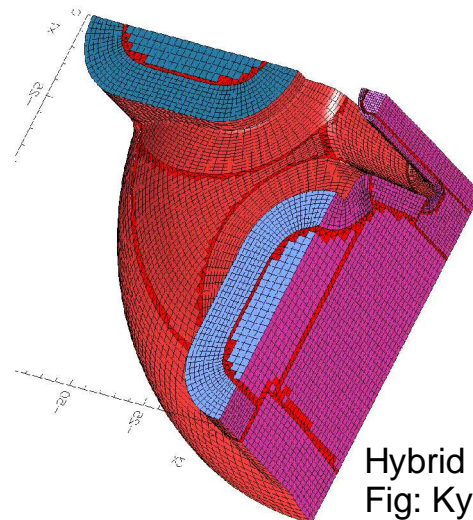
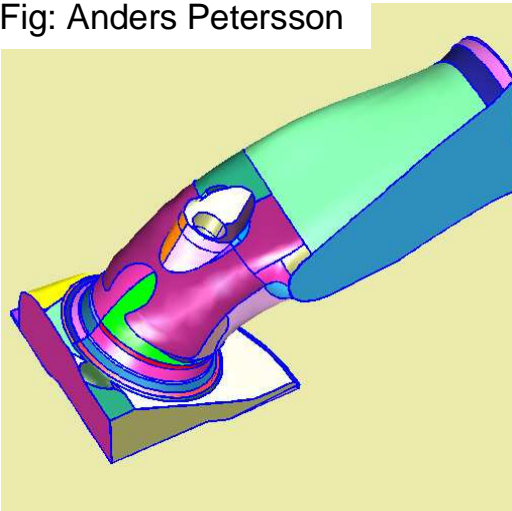
Overlapping Grids
Fig: Bill Henshaw

Hele Shaw flow of a non-Newtonian fluid.
Fig: Petri Fast.



Moving Piston, Incompressible Navier-Stokes
Fig: Bill Henshaw.

CAD Geometry
Fig: Anders Petersson



Hybrid Meshes
Fig: Kyle Chand

PDE Solver Development

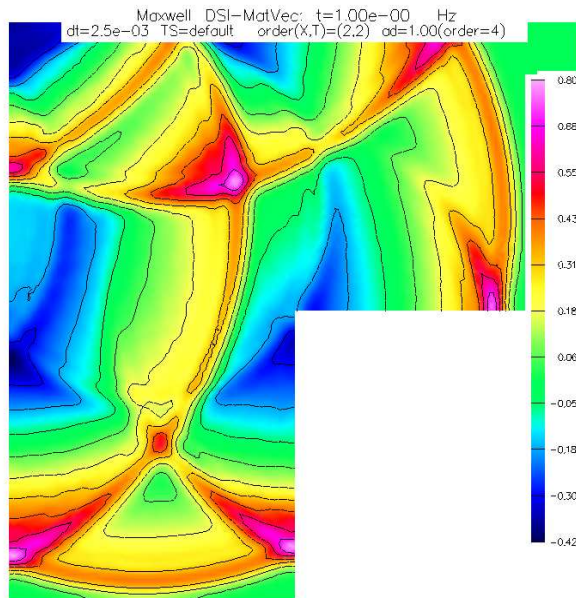
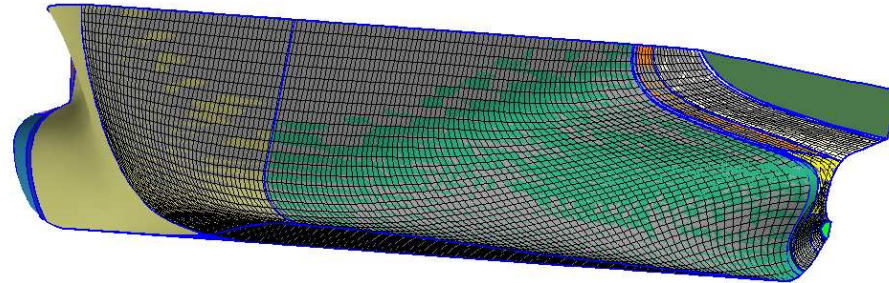
Grid Generation

Geometry

Geometry, Mesh Generation, Discretization, Solvers

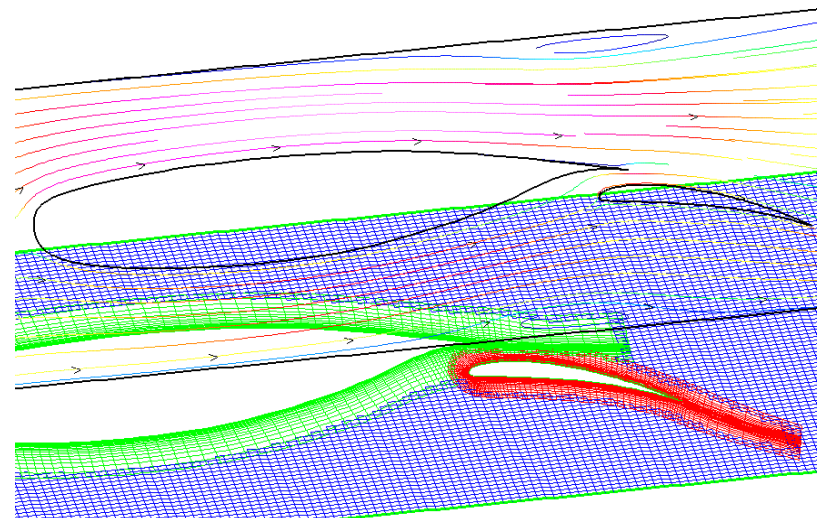
Geometry and grid generation:

Geometry creation and management
CAD geometry import from IGES
Structured grid generation tools
Unstructured mesh generation
Overlapping and hybrid grids



PDE discretization and solvers:

Object-Oriented Field and Operator library
Multiple levels of interface to balance
convenience and performance
Access to linear solvers and AMR
High-order curvilinear grid operators



Application support:

GUI and Visualization tools
HDF Database interface

Overture: A toolkit for solving PDEs

Solvers
Oges, Ogmng, OverBlown, MX

Operators
div, grad, bc's

Grid Generators
Ogen, Ugen

Adaptive Mesh
Refinement

rap

Mappings
(geometry)

MappedGrid
GridCollection

MappedGridFunction
GridCollectionFunction

A++P++
array class

Graphics
(OpenGL)

User Interface
(text, X11, Motif)

Data base
(HDF)

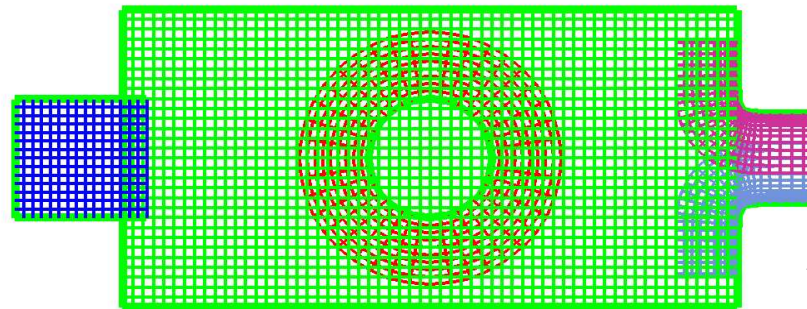
Boxlib
(LBL)

**Rapsodi : A geometry toolkit for mesh
generation and discretization**

Hybrid Mesh Generation

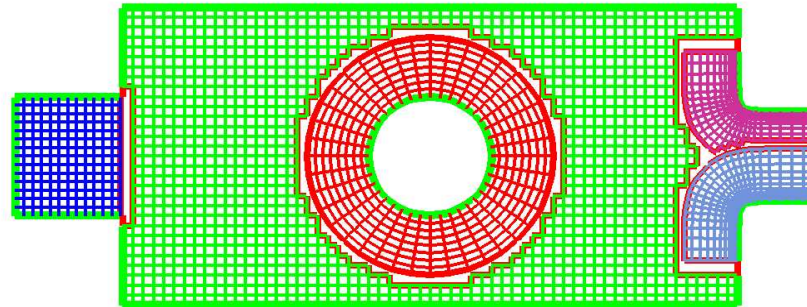
Hybrid meshes connect structured grids with unstructured mesh.

Component grids



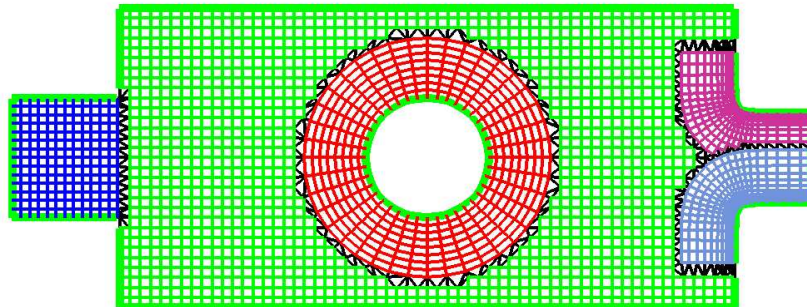
Overlapping
grid generator

Overlap removed



Advancing front
mesh generator

Hybrid mesh



Hybrid Mesh Algorithms and Software

- Overture Mapping classes --> component grids
- Overture Overlapping grid generator --> automatic hole cutting
- 2/3D Advancing front unstructured mesh generator
- UnstructuredMapping container class for the mesh
- Mesh optimization algorithms
- Visualization tools
- Discretizations on unstructured meshes

Similar work :


- Liou, Zheng and Civinskas --> DRAGON grids (1994)
- Shaw, Peace, Weatherill (1994)
- Weatherill gives a general discussion in *Numerical Grid Generation in CFD '88*

Advancing front sources :

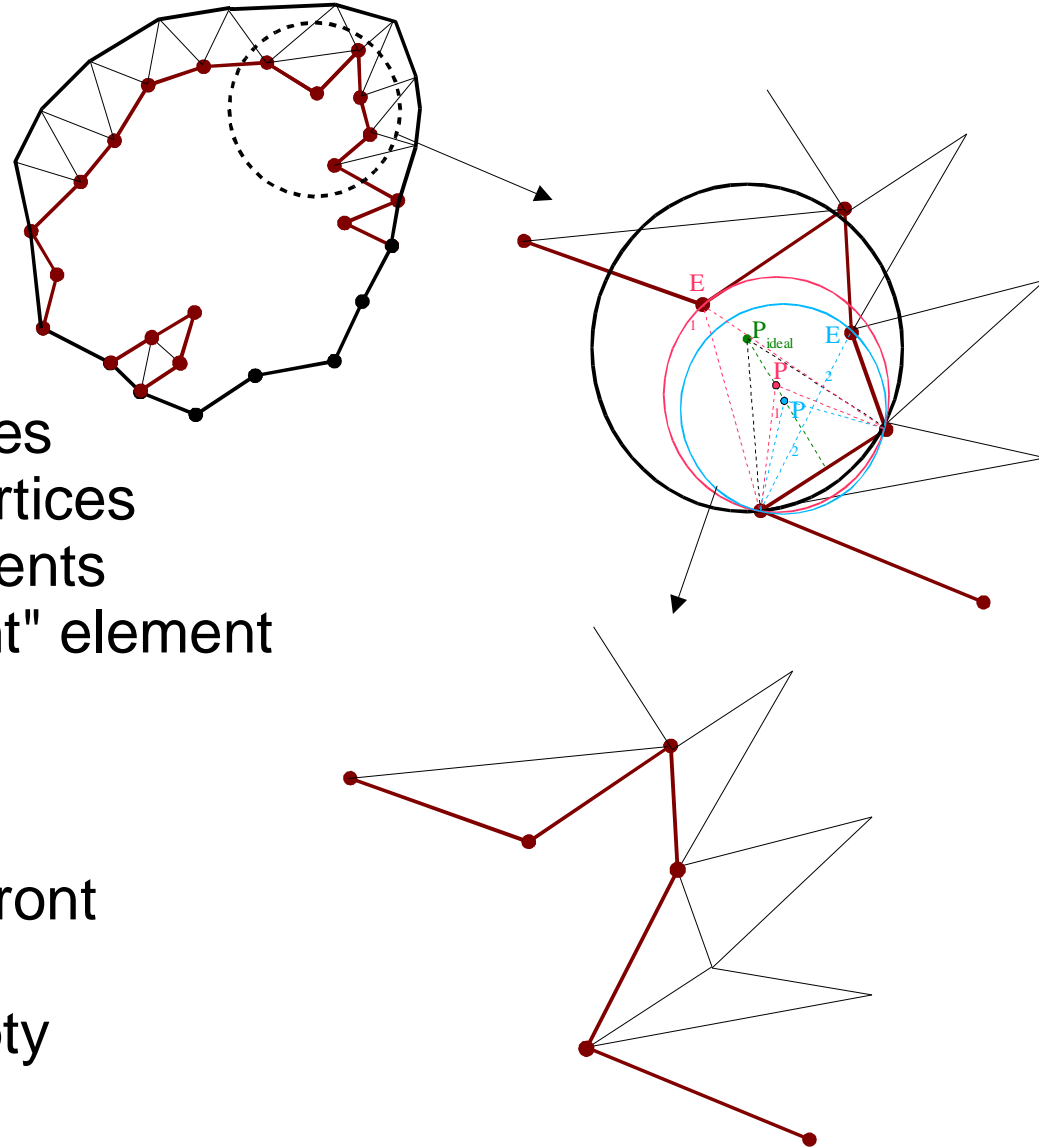
- Lo (1985,1991)
- Peiró, Peraire, et al. (1987, 1992, ...)
- Löhner (1988, 1996)
- George, Seveno (1994)
- Jin, Tanner (1993)

Advancing Front Algorithm

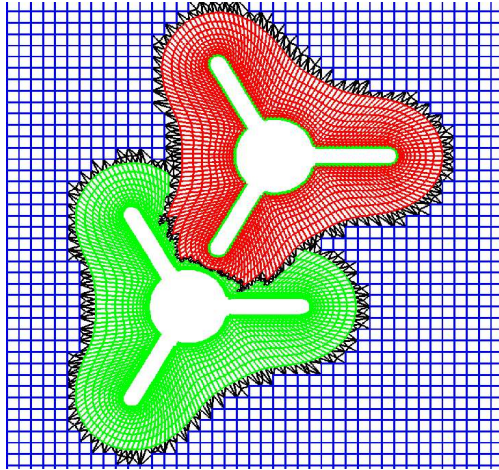
Begin with an initial front
line segments
triangles/quads

- Select a face to advance
 - search for existing vertices
 - create candidate new vertices
 - prioritize candidate elements
 - select the first "consistent" element
 - no intersections
 - no enclosed vertices
- 

Delete old face(s) from the front
Add any new faces
Repeat until the front is empty

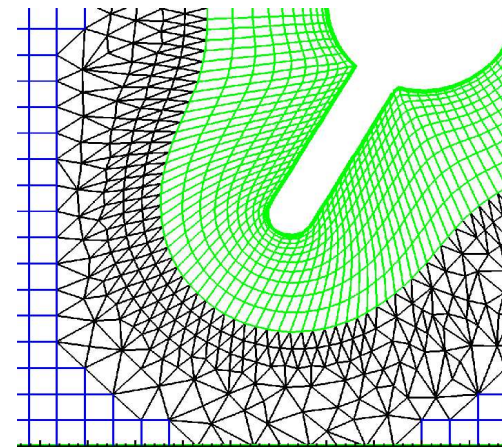
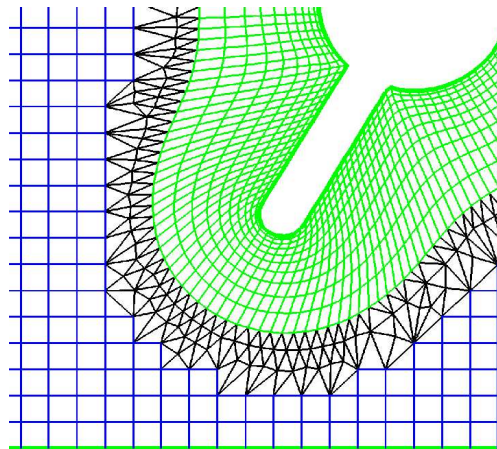
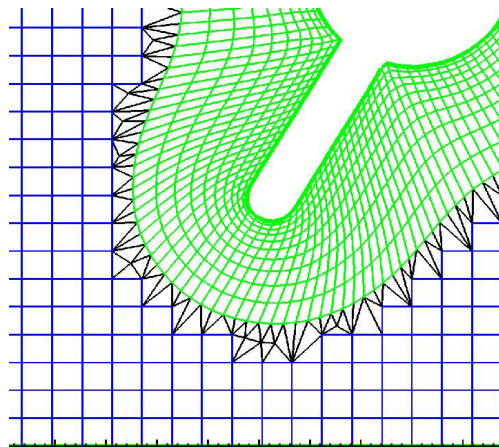
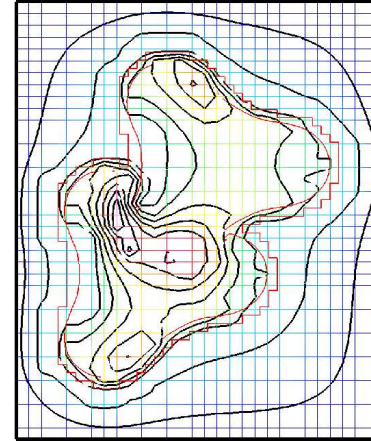


Mesh Spacing Control

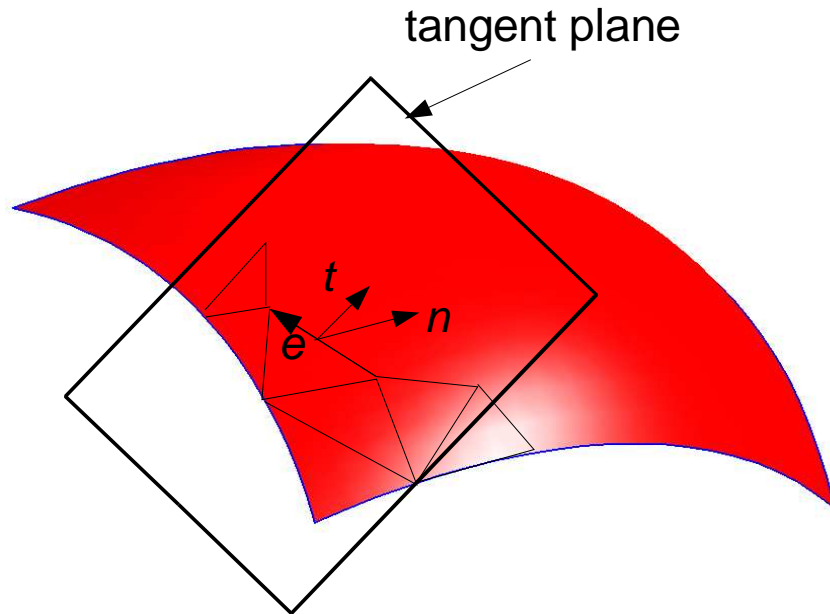


Unstructured mesh
blends the spacings of
the component grids

A background cartesian grid
stores stretching information
from the original component
grids



Surface mesh generation



e = edge vector pointing along the front

n = surface normal at midpoint of edge

t = advancement direction

$$t = e \times n$$

$$P_{ideal}^h = P_{midpoint}^h + d T t$$

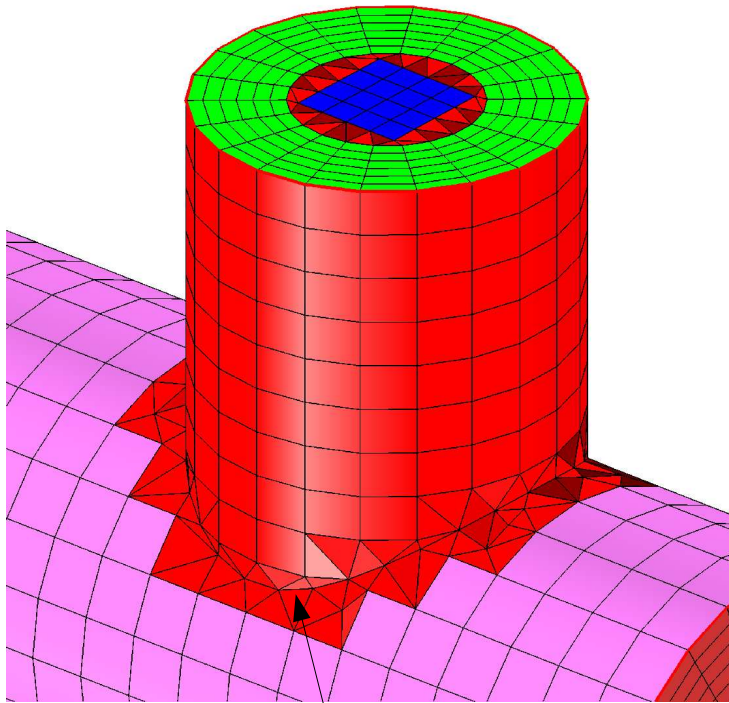
Surface normal n is computed from the geometry at the midpoint of the advancing face.

Points in the neighborhood of the advancing face are transformed by T and projected onto the plane defined by e^h and P_{ideal}^h .

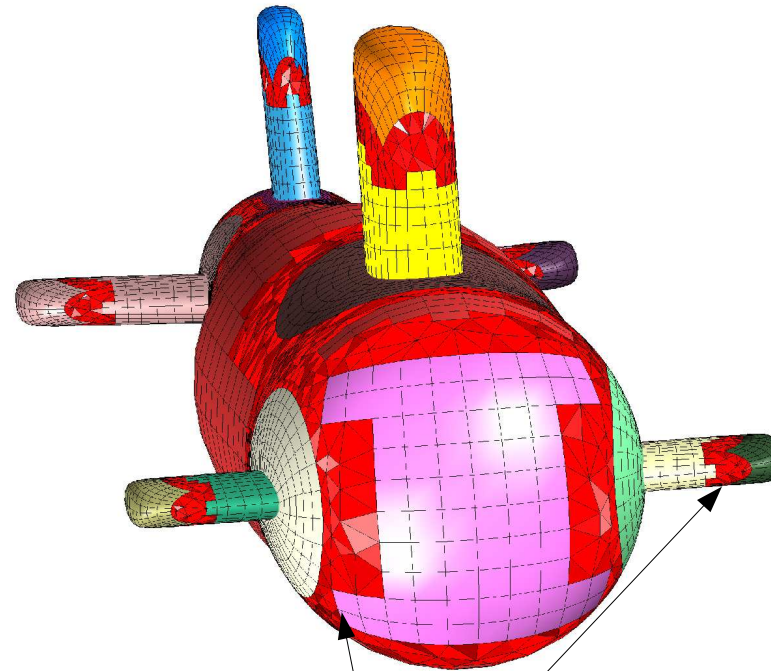
Validity tests are performed in the plane, essentially a 2D advancement.

High curvature surfaces are tricky:
during intersection checks,
ignore faces that have surface
normals differing by more than
(say) 60 degrees from the normal
at the current face midpoint.

Surface mesh generation



Intersecting surfaces

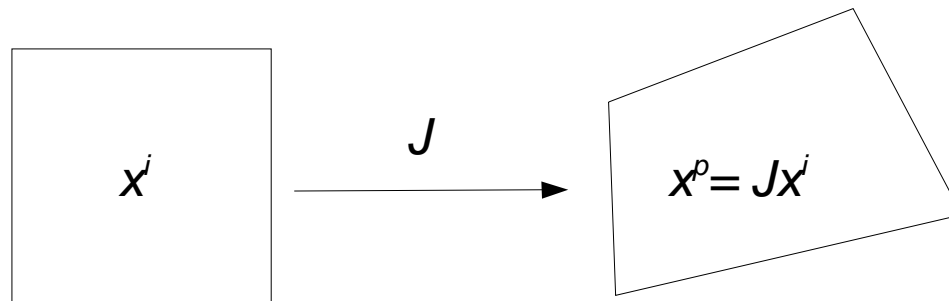


Overlapping surface grids

Mesh quality

Mesh quality assesement based on Pat Knupp's Algebraic Mesh Quality metrics (Knupp '99).

Metrics use properties of the Jacobian of the (linear) mapping between the actual and the "ideal" element:



Useful metrics include :

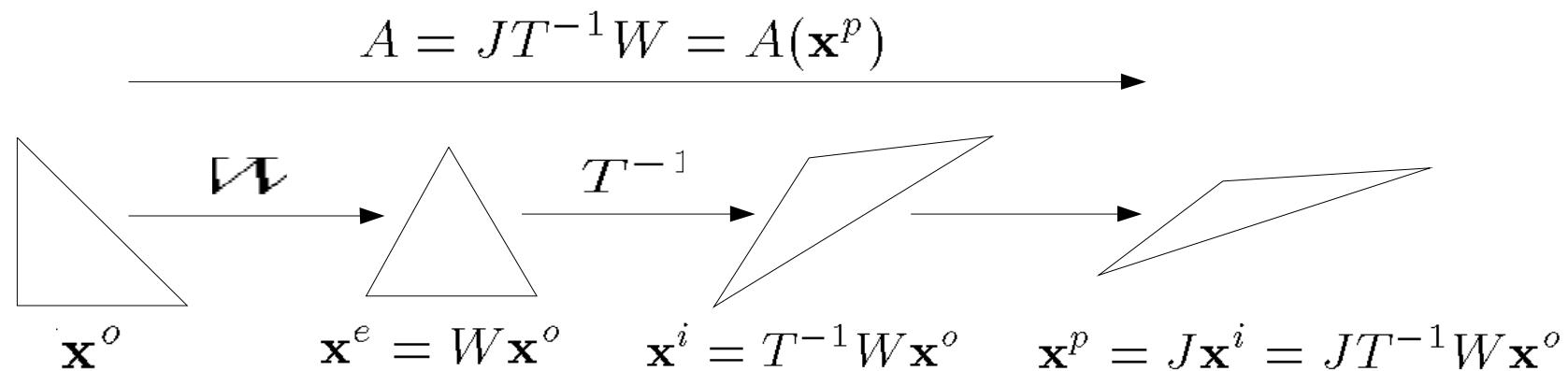
$\det(J)$ – scaled size

$K(J)$ - Condition number or $C/K(J)$ - "shape" metric

$\min(\det(J), 1/\det(J))$ $C / K(J)$ – combined shape and size metric

Mesh quality

Computing the Jacobian between the "ideal" element and the actual element (Pat Knupp) :



$$J = AW^{-1}T = AM$$

W is determined by the shape of the element, T by interpolation from the spacing control grid and A from the actual element vertices

Mesh optimization

Local mesh improvement based on nonlinear optimization
of vertex locations (Lori Freitag, Pat Knupp '99, '00, ...)

Define : $f_v = f(\mathbf{x}_v) = f(J_0(\mathbf{x}_v), J_1(\mathbf{x}_v) , ..., J_n(\mathbf{x}_v))$
= the objective function at vertex v ($J_e = A_e M_e$)

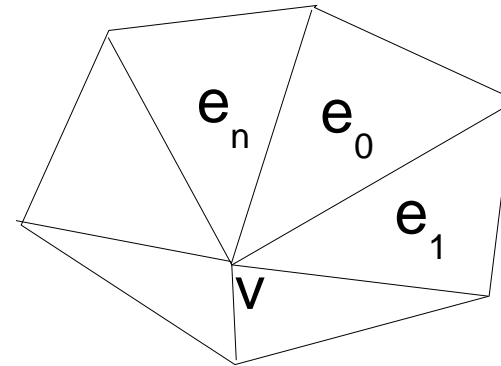
Given a search direction \mathbf{d} , iteratively search for
an optimal step size using a quadratic line search

$$\mathbf{x}_v^{n+1} = \mathbf{x}_v^n + \mathbf{d}$$

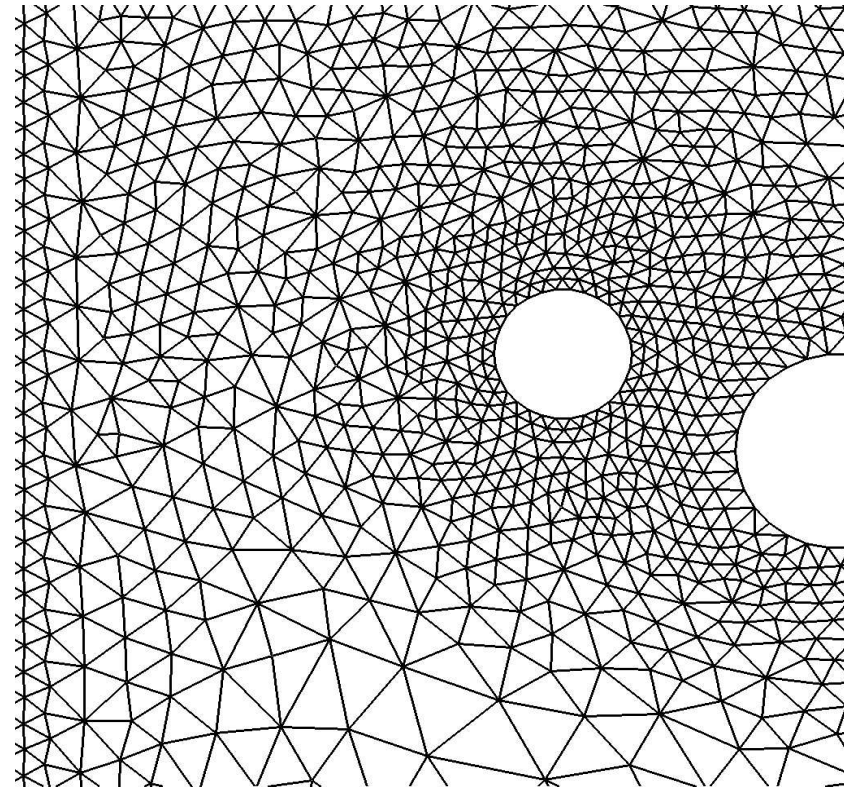
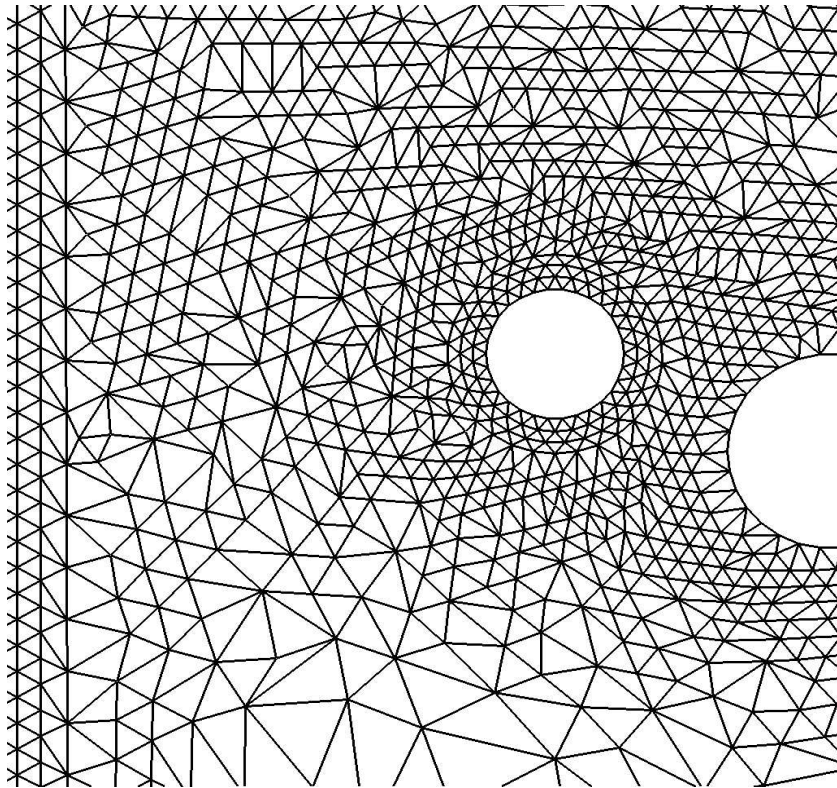
Steepest Descent :

$$\begin{aligned} f_v(\mathbf{x}_v) &= \sum_{e=0}^n f_e(J_e(\mathbf{x}_v)) \\ &= \sum \kappa_e^2 \end{aligned}$$

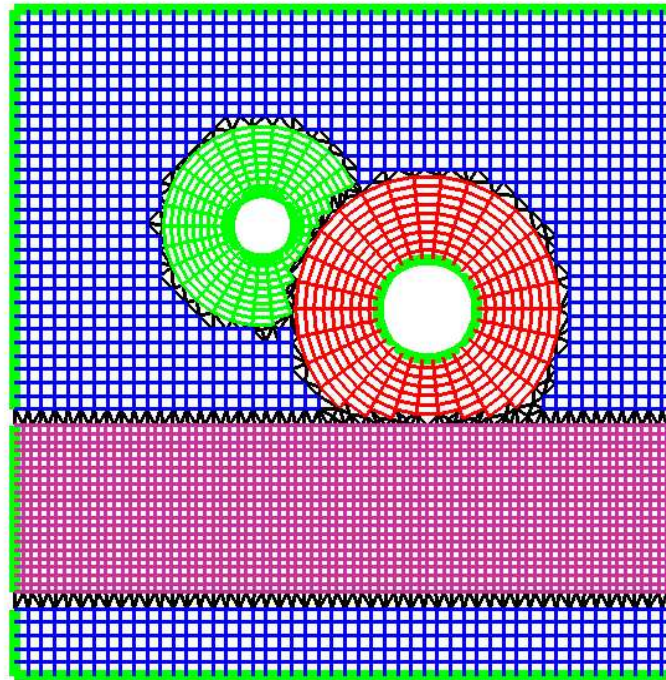
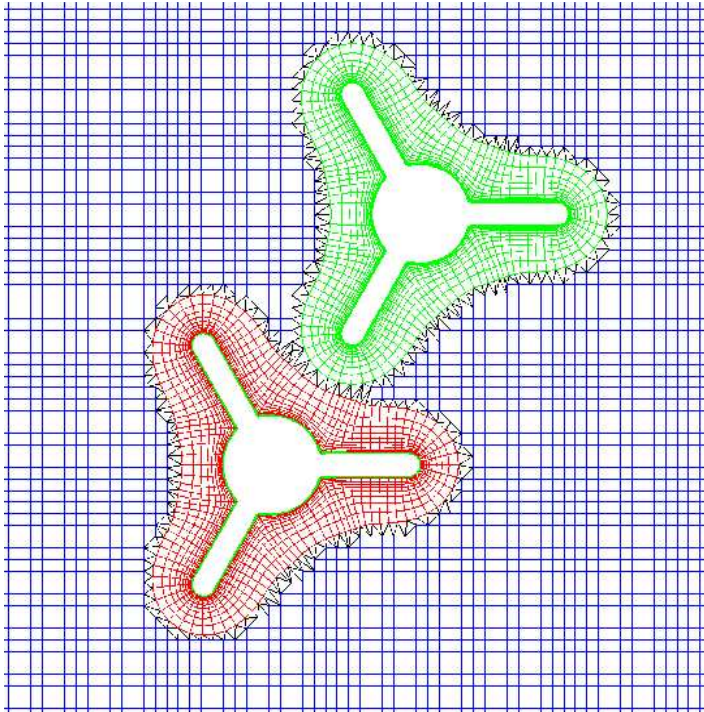
$$\frac{\partial f_e}{\partial \mathbf{x}_v} = tr \left(\frac{\partial f_e}{\partial A} \frac{\partial A}{\partial \mathbf{x}_v}^T \right) \longrightarrow \mathbf{d} = -d \nabla f_v$$



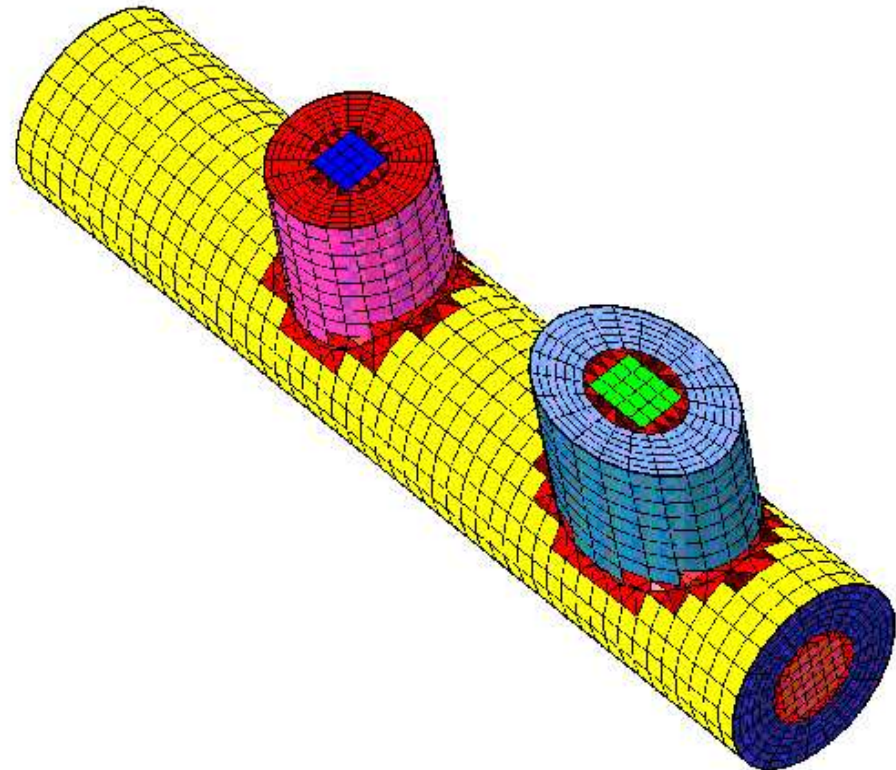
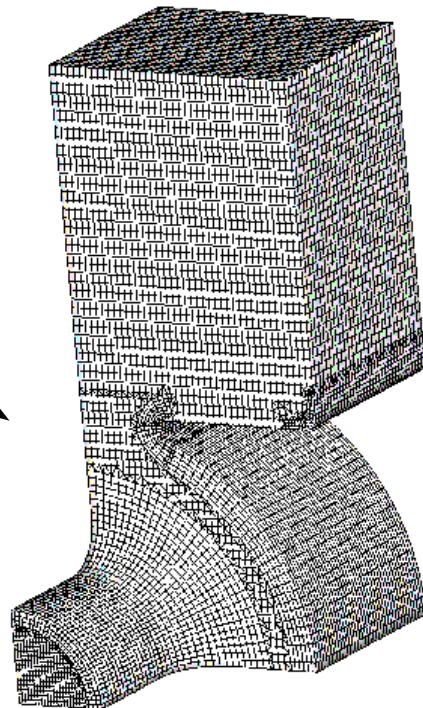
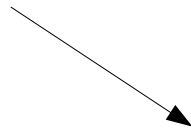
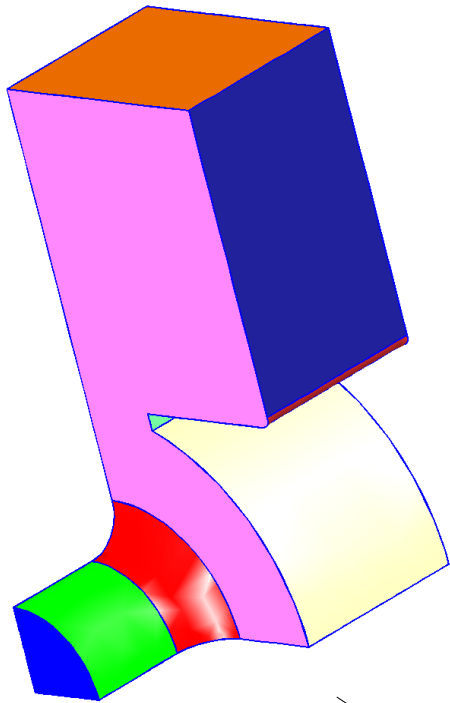
Mesh optimization example



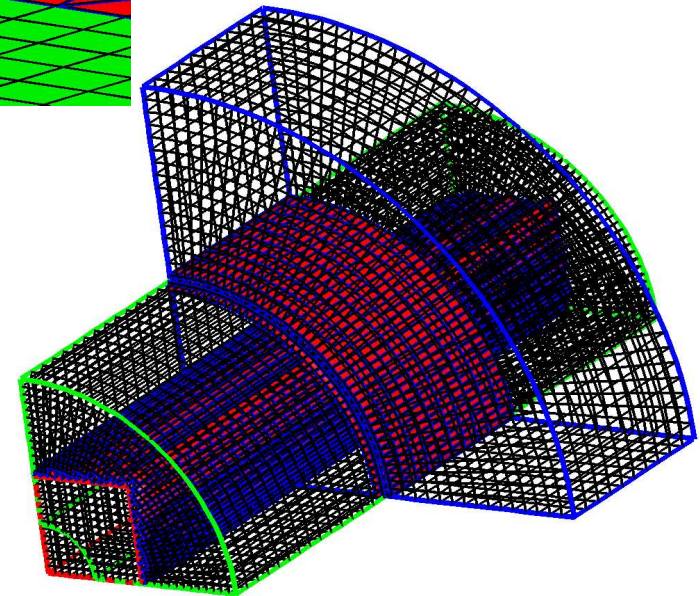
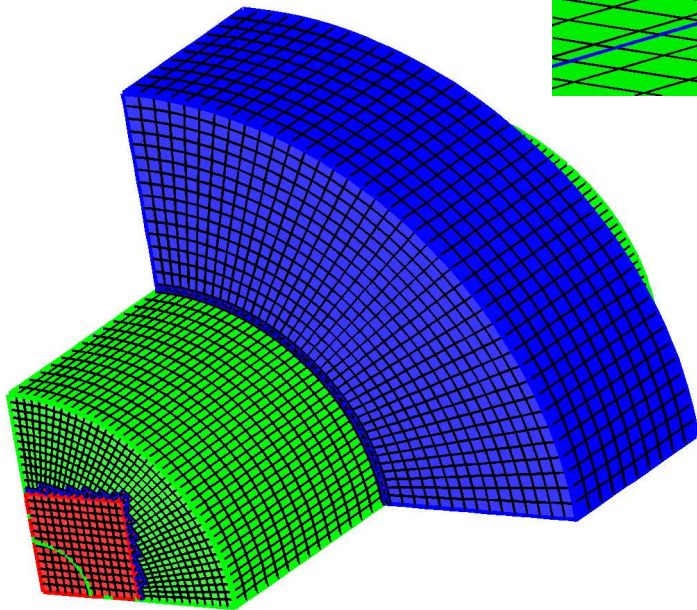
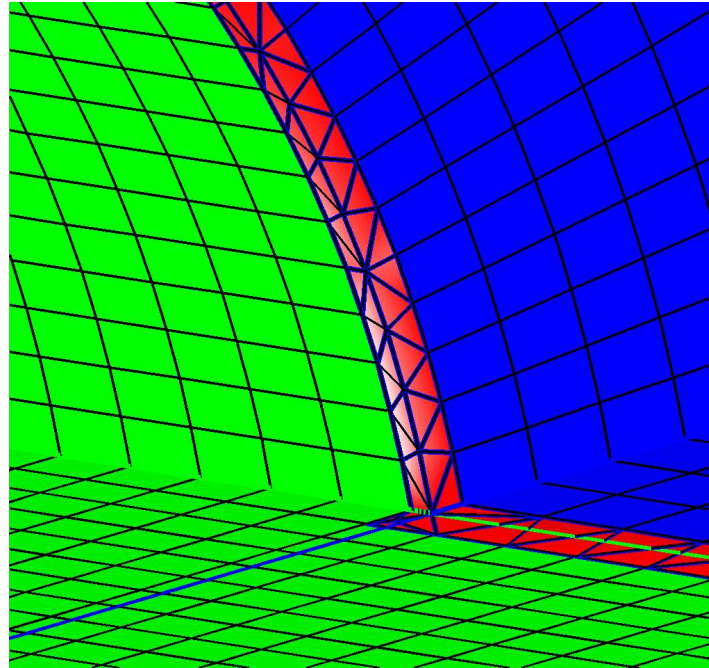
2D Hybrid grids



3D Hybrid Grids



3D Hybrid Grids

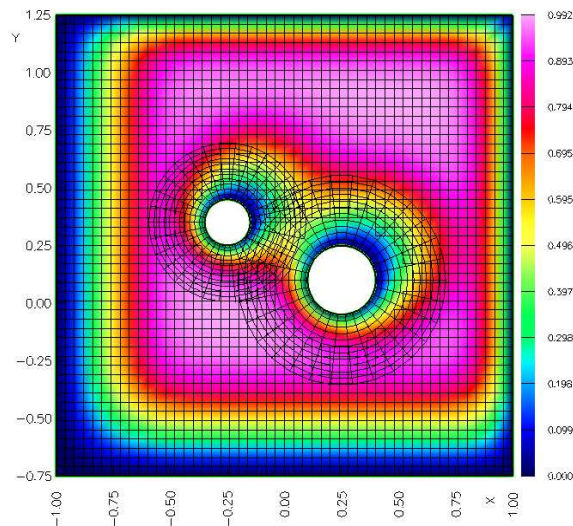


Interchangeable grids and discretizations: adding hybrid grids to Overture

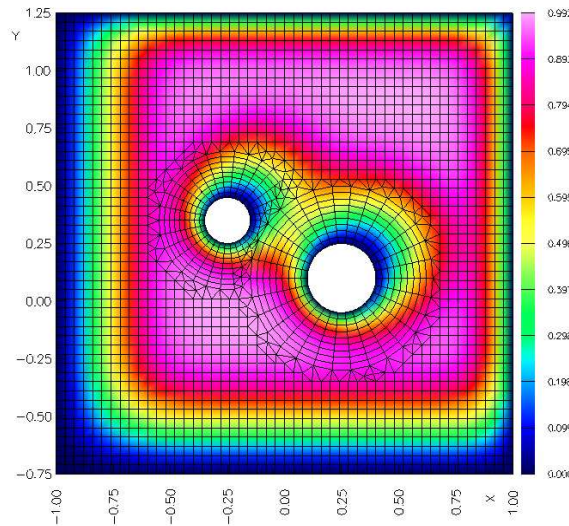
$$u_t = -au_x - bu_y + \nu(u_{xx} + u_{yy})$$

`u += dt*(-a*u.x() -b*u.y() + nu*(u.xx() + u.yy()));`

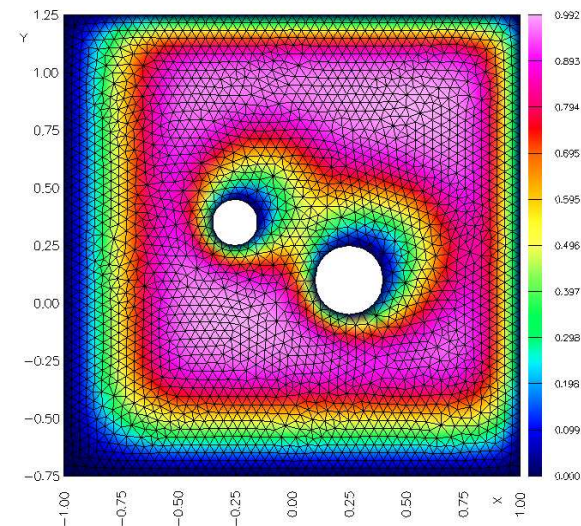
Overlapping



Hybrid



Unstructured



Unstructured Operators: Status

2nd Order finite volume operators implemented in 2 and 3D

Approximations for first & second derivatives, div, grad and Laplacian

High level operators are available for node and zone centered
GridFunctions (e.g. `u.x()`...)

Mid-level interface to the operators provides different centerings and
staggered grid support

Only dirichlet bounary condition operators are currently available
(in progress)

Currently a work in progress...

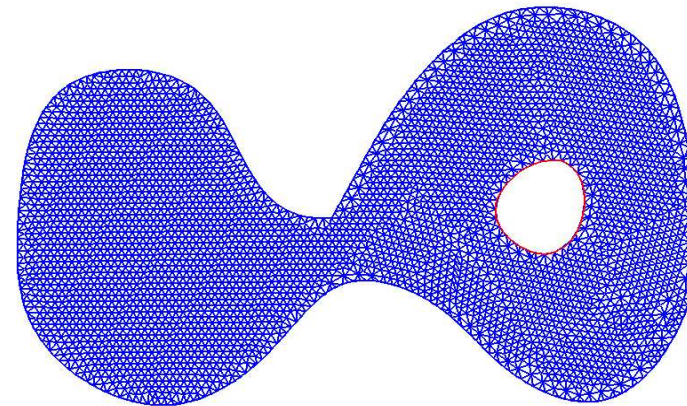
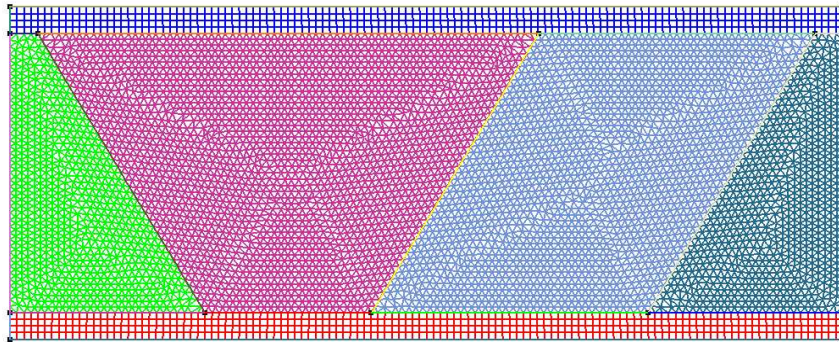
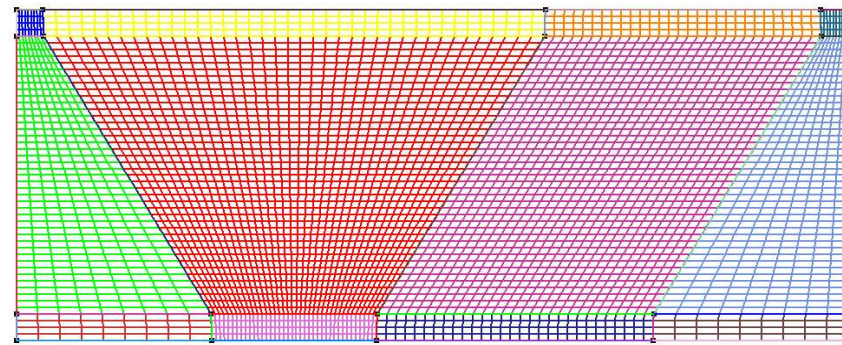
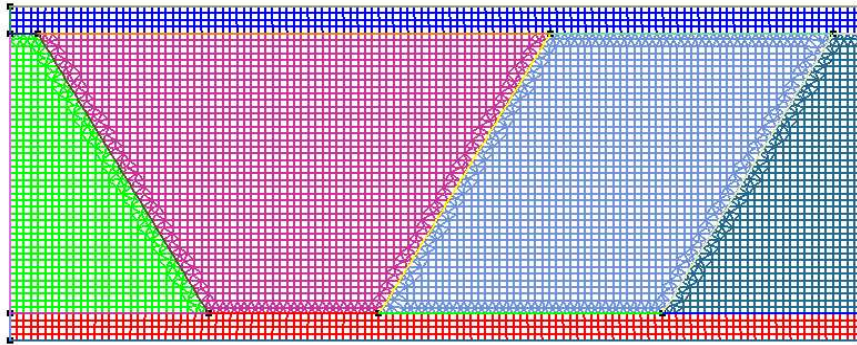
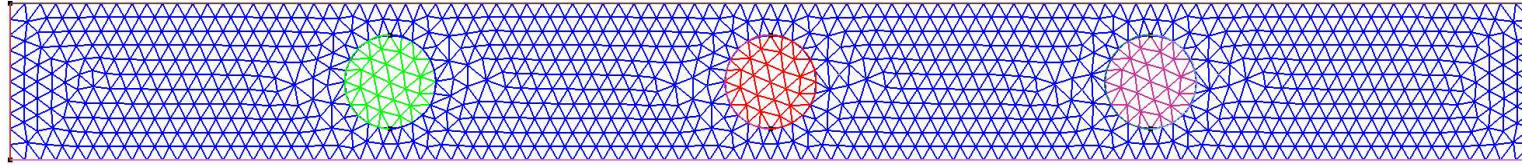
Some byproducts of the unstructured and hybrid grid support in Overture:

2D mixed element unstructured mesh generator, **smesh**
advancing front mesh generator (2D planar)
unstructured mesh optimization tools

3D high order tet mesher for finite element applications
advancing front mesh generator (3D volume)
mesh optimization tools

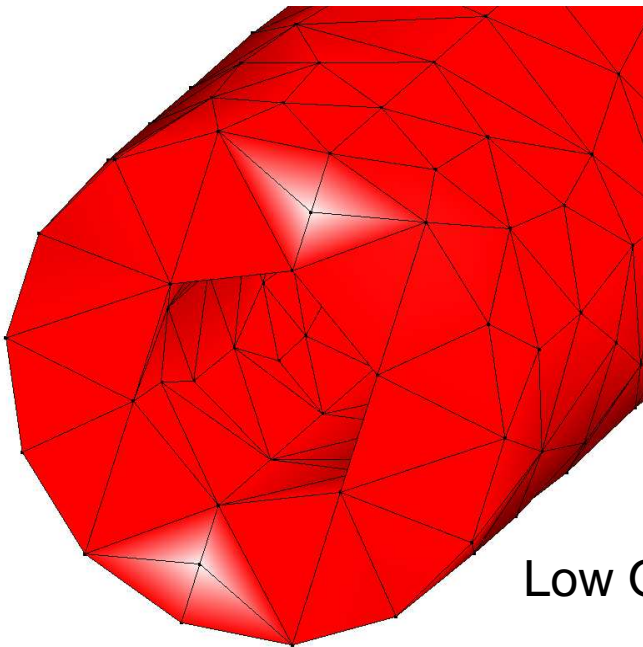
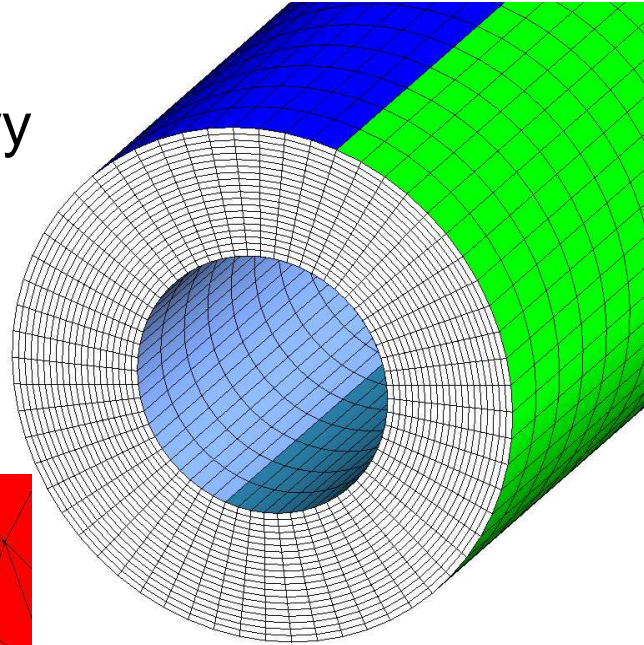
Surface stitching of overset grids for surface integrals
surface mesh generator

SMESH: Sample meshes

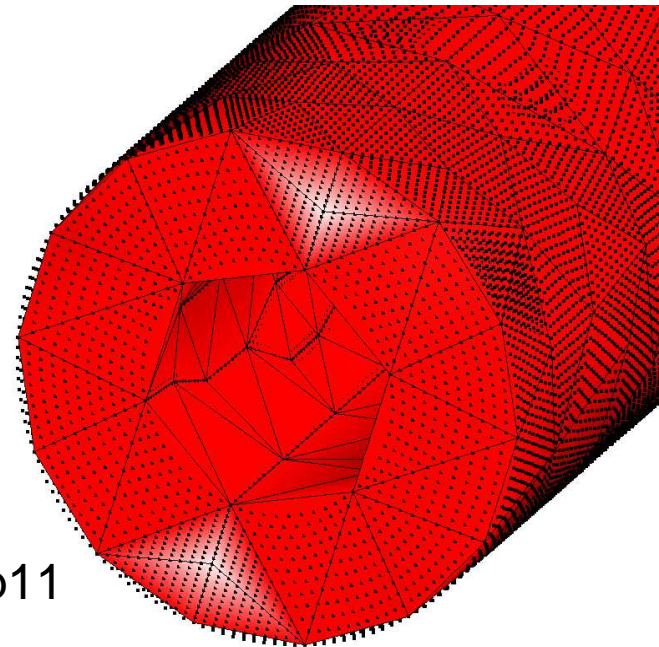


3DHOT: High order tetrahedral mesh generator

Geometry

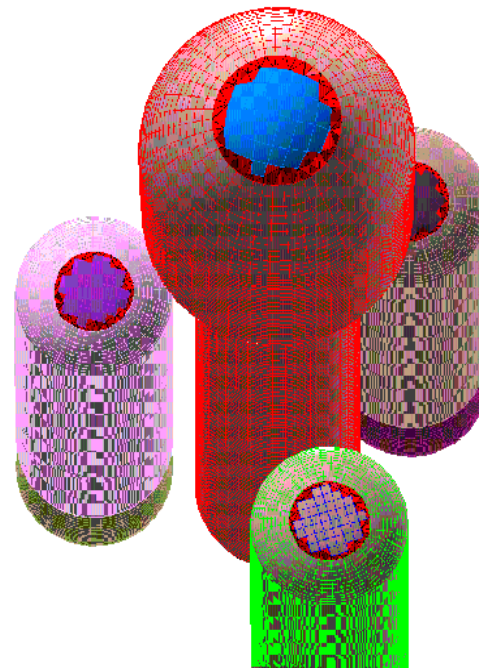
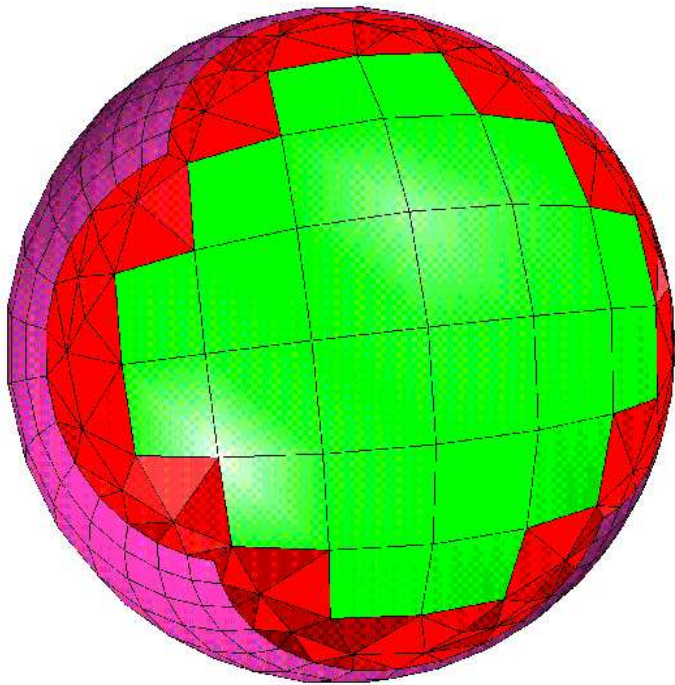


Low Order, p1



High Order, p11

Stitching overlapping surface grids



Obtaining Overture

Overture home page:
www.llnl.gov/CASC/Overture